COSMERE® ROLEPLAYING GAME

| CHARACTER NAME | LEVEL |
|---|---|
| | 1 |
| **PATHS** | **ANCESTRY** |
| Hunter (Archer) | Human |

PLAYER NAME

## PHYSICAL

| STRENGTH | DEFENSE | SPEED |
|---|---|---|
| 3 | 15 | 2 |

| HEALTH MAXIMUM | CURRENT | DEFLECT |
|---|---|---|
| 13 | | 2 |

## COGNITIVE

| INTELLECT | DEFENSE | WILLPOWER |
|---|---|---|
| 1 | 13 | 2 |

| FOCUS MAXIMUM | CURRENT |
|---|---|
| 4 | |

## SPIRITUAL

| AWARENESS | DEFENSE | PRESENCE |
|---|---|---|
| 3 | 14 | 1 |

| INVESTITURE MAXIMUM | CURRENT |
|---|---|
| | |

| | | |
|---|---|---|
| 3 | AGILITY (SPD) | ●○○○○ |
| 3 | ATHLETICS (STR) | ○○○○○ |
| 5 | HEAVY WEAPONRY (STR) | ●●○○○ |
| 2 | LIGHT WEAPONRY (SPD) | ○○○○○ |
| 2 | STEALTH (SPD) | ○○○○○ |
| 2 | THIEVERY (SPD) | ○○○○○ |
| | _____ (___) | ○○○○○ |

| | | |
|---|---|---|
| 1 | CRAFTING (INT) | ○○○○○ |
| 1 | DEDUCTION (INT) | ○○○○○ |
| 2 | DISCIPLINE (WIL) | ○○○○○ |
| 2 | INTIMIDATION (WIL) | ○○○○○ |
| 1 | LORE (INT) | ○○○○○ |
| 1 | MEDICINE (INT) | ○○○○○ |
| | _____ (___) | ○○○○○ |

| | | |
|---|---|---|
| 1 | DECEPTION (PRE) | ○○○○○ |
| 3 | INSIGHT (AWA) | ○○○○○ |
| 1 | LEADERSHIP (PRE) | ○○○○○ |
| 5 | PERCEPTION (AWA) | ●●○○○ |
| 1 | PERSUASION (PRE) | ○○○○○ |
| 3 | SURVIVAL (AWA) | ○○○○○ |
| | _____ (___) | ○○○○○ |

| LIFTING CAPACITY | MOVEMENT | RECOVERY DIE | SENSES RANGE |
|---|---|---|---|
| 500 lb. | 25 ft. | 1d6 | 20 ft. |

### CONDITIONS & INJURIES

### WEAPONS

**Longbow** - Ranged [150/600], Two-Handed
+5 vs. Physical (1d6 + 5 keen damage)
◆ *Indirect: Fire over cover; target can't Brace*

**Hammer** - Melee, Two-Handed
+5 vs. Physical (1d10 + 5 impact damage)

### EXPERTISES

**[Cultural] Azish, Tashikki:** You speak these languages, and you know basic facts and can make tests to recall obscure information about these cultures.

**[Weapon] Longbow:** You can benefit from this weapon's expert traits (included).

### TALENTS

**SEEK QUARRY (1 minute)**
Spend 1 minute to make a character whom you can sense or whom you've encountered your quarry. You gain an advantage on tests made to find, attack, or study your quarry (such as with the Gain Advantage action). Lasts until you end this effect as ▹ or select a new quarry.

Current Quarry:_____

**TAGGING SHOT (▶▶▶)**
Move 5 feet and make a ranged weapon attack vs. Physical of a target. On a hit or graze, you also mark the target as your quarry.

STORMLIGHT™
CAMPAIGN SETTING

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**COGNITIVE**

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**SPIRITUAL**

| AWARENESS | DEFENSE | PRESENCE |
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| 3 | 14 | 1 |

## CHARACTER APPEARANCE

## ARMOR & EQUIPMENT

Emuli Soldier Uniform - *Presentable: This armor doesn't impose a disadvantage on tests in non-military conversation scenes.*
Chain armor (Deflect 2) - *Cumbersome [3]: If your Strength is lower than 3, wearing this armor makes you Slowed and gives you a disadvantage on all Speed tests.*

Longbow
Hammer

Military Kit
- Backpack
- Common clothes
- Waterskin
- Whetstone
- Blanket
- 10 days' worth of food rations
- Flint and steel: ► *to light substantial fuel within reach.*

MARKS 7

## PURPOSE

## OBSTACLE

## GOALS

_____ ○○○
_____ ○○○
_____ ○○○
_____ ○○○
_____ ○○○
_____ ○○○
_____ ○○○
_____ ○○○
_____ ○○○

## OTHER TALENTS & ABILITIES

## NOTES

When new **conscripts** are drafted into Emul's military to fight in the Eighty's War, they're given little more than a bow and arrows. The threat of merciless Tukari invaders looms day and night, yet the conscripts' courage remains true. These Emuli must dispatch enemies before they get close enough to dominate, not only for the sake of the conscripts themselves, but for their kingdom's claim on their hallowed capital, Sesemalex Dar. The unwavering conscripts remind all of Roshar that Emuli camaraderie and patriotism aren't to be trifled with.

At level 2, to advance this character, gain:
- 5 health
- 1 rank in Agility and 1 rank in Survival (increasing the modifiers by 1)
- The Combat Training talent

## CONNECTIONS